



## Shake!

Produced by Mike Peaslee.

Welcome to Shake!

This collection of instruments focuses on the world of hand-held shakers, rattles, and bell tree percussion. The fuzzy, buzzy, sandy -sounding “chuff”, “shuck” and “jingle” of hand-held shakers and bells is an essential part of orchestral, latin, electronic, hip hop and even rock music.

We found, collected and even hand-made 14 different instruments for this library, covering the whole spectrum of shaker instruments. We included heavily multi-sampled strikes and shakes for custom rhythm creation. We also captured sustaining rolls, grooves and gliss effects, in both natural and host-tempo synching arrangements. We also included a bonus collection of ambient drones and percussive elements created by heavily manipulating the shake source material.

Shake is meant to deeply explore an under-represented niche of percussion and finally allow composers and electronic musicians instant access to truly life-like sound and playability. It's the perfect addition to any serious composer's core instrument arsenal.

# Soundiron Shake!

## OVERVIEW

14 instrument sets  
46 Kontakt .nki files  
2245 Samples  
1.24 GB installed  
44.1 kHz stereo PCM wav format (24 bit)  
Bonus ambient droning instruments  
Bonus custom sound-designed / “synthetic” percussion  
Custom articulation and performance controls

Note: Native Instruments Kontakt 3.5 and later, full retail versions required.

Note: Free Kontakt Player does **NOT** support this product.

## INSTALLATION

We Use Winrar (version 3.80 or later) or other compatible program to un-compress the “Microhammer\_Musicbox.rar” file into its own folder in your sample library directory. Make sure to preserve the included folder structure. This is usually done by selecting the “extract to’...” option in Winrar or UnrarX.

Here’s a link to winrar for PC:

<http://www.win-rar.com/download.html>

Here’s a link to UnRarX for OSX:

<http://www.unrarx.com/>

You should now be able to open and play the .nki files. Be aware that all of our .nki files are compatible with full retail versions of Kontakt 3 or Kontakt 4 only.

Note: The Free Kontakt Player and any bundled Kontakt or Kompakt Players that come included with other software, hardware or built into other sample libraries won’t be able to load this library. You may be able to run the library for a 30 minute “demo” period, but the full retail version of Kontakt is required to remove this restriction.

However, since our wave directories are open, you can translate the patches into whatever format you like. There are a few conversion utilities available that can make the translation process much easier.



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## Programming Notes:

All of these instruments feature custom automation attached to the modwheel and front panel “shaping” knob. The control is context-sensitive for each instrument and articulation type. For the multi-sample shakes, strikes and longer single-shot effects, the control tightens attack and release, allowing you to seamlessly morph between relaxed glisses and pops to sharper, crisper staccato shakes and hits.

For the sustaining rolls and grooves, the modwheel/shape control allows you to control tonal intensity and create custom crescendos. All rolls and grooves have release trigger samples. Most instruments also include a front-panel “stepping” control knob, which allows semi-tone pitch adjustment by up to +/- 24 semitones.

Multi-sampled shakes and strikes can be found on the left side of the key-range in the primary instrument patches. Looping rolls and grooves are on the right. Single-shot effects, such as glisses and crescendos are on the far right.

Keep in mind that most of these patches must be loaded entirely into ram and consume considerable memory resources (100+ MB) to load and play safely. Therefore, we’ve also included “Lite” versions of most instrument patches, which use the dfd streaming engine to conserve significant amounts of memory. However, these patches lack the modwheel shaping features and other programming refinements.

There are also “Tuned” versions, which feature just the multi-sampled shakes and strikes, spread out over a large key range, with pitch-tracking to allow tuned percussion-style playing.



## Bells:

### **Large\_Concert\_Sleigh\_Bells.nki**

This jumbo sleigh bell tree has 29 large brass bells attached to a heavy wooden handle. The sustain on it is pretty crazy at times, once those little steel pellets start moving. Shakes and strikes from C3 – F3, sustaining loops and grooves from F#3 – F5.

### **Small\_Concert\_Sleigh\_Bells.nki**

This small sleigh bell tree has 21 medium brass bells attached to a wooden handle. Shakes and strikes from C3 – A#3, sustaining loops and grooves from C4 – C#5.

### **Small\_Hand\_Sleigh\_Bells.nki**

This wooden and leather handled hand bell features 5 large steel sleigh bells. Shakes and strikes from C3 – A#3, sustaining loops and grooves from C4 – C5.

### **Wicker\_Bell\_Baskets.nki**

This double-ended basket shaker is made of wicker and a loose collection of small steel bells in each chamber. Shakes and strikes from C3 – E4, sustaining loops and grooves from F#4 – G#5.

### **Wrist\_Bells.nki**

A small leather strap with small steel sleigh bells. Shakes and strikes from C3 – G3, sustaining loops and grooves from A3 – C#4, Single-shot glisses and effects from D#4 - A5.

### **Bell\_Garland.nki**

This set is a large string of tiny bells. Shakes and strikes from C3 – A#3, sustaining loops and grooves from C4 – C5.





## Shakers:

### **Dual\_Shaker.nki**

A pair of hand-held double-ended egg shakers. Shakes and strikes from C3 – C4, sustaining loops and grooves from D4 – D#6.

### **Gourd.nki**

A home-made gourd picked from a cornfield on Halloween (really) and packed full of all sorts of bits and stuff for a very dry, chuffy soft of rattle. This set is a large string of tiny bells. Shakes and strikes from C3 – A#3, sustaining loops and grooves from C4 – B4.

### **Hoof\_Shaker.nki**

This traditional African instrument is made from goat hoof nails, strung to a wooden handle. It has a harsh, clacky tone and gets pretty freaking loud. Shakes and strikes from C1 – A#1, sustaining loops and grooves from C2 – G#4, Single-shot glisses and effects from A#4 – F7.



**Paddle\_Tamborines.nki**

These two tambourines are made of rows of steel tambourine rattles attached to square wooden paddles. Shakes and strikes from C3 – F4, sustaining loops and grooves from G4 – G#6.

**Pumpkin\_Shaker.nki**

This is actually a very small pumpkin filled with very small bells. Shakes and strikes from C3 – A#3, sustaining loops and grooves from C4 – C#4.

**Rainstick\_A.nki**

This is a large 4-foot-long rain stick, made of cholla cactus. It has a wide, open and deep sound. This sample set is all new and is unrelated to the small set found in Antidrum 2.

While this new instrument does feature a wide variety of classic rainstick glisses and effects, it goes far deeper into the instrument's capacity as a large shaker, with a very wide stereo image and single-note strike and shake playability.

Shakes and strikes from C2 – A#2, sustaining loops and grooves from C3 – A#3, Single-shot glisses and effects from C4 – G#7.

**Rainstick\_B.nki**

This is a small 2-foot long rain stick made from capado cactus. This sample set is all new and is unrelated to the small set found in Antidrum 2.

This rainstick is also very distinct from the other in this collection, with a tighter, higher sound .

Shakes and strikes from C3 – A#3, sustaining loops and grooves from C4 – B4, Single-shot glisses and effects from C#5 - G#6.



## Beat-matching Grooves:

This patch focuses on just the rhythmic loops and used the Timemachine 2 engine in Kontakt to provide automatic host tempo syncing. Keep in mind that the different rolls and grooves were recorded naturally and span a range of tempos and poly-rhythms, so you'll need to experiment to choose the right loop for the job.

A good rule of thumb is that the loops sound better sped up than they do slowed down and a variance of more than 30 bpm from a sample's original speed tends to start sounding very unnatural. Use the modwheel to control tonal intensity.

Keep in mind that these patches must be loaded entirely into ram in order to use Kontakt's beat-slicing features and they consume considerable memory resources (100+ MB) to load and play safely. These instruments are not compatible with Kontakt 2. You must use Kontakt version 3 or later to load them.

### Beatmatch\_Jingles&rattles.nki

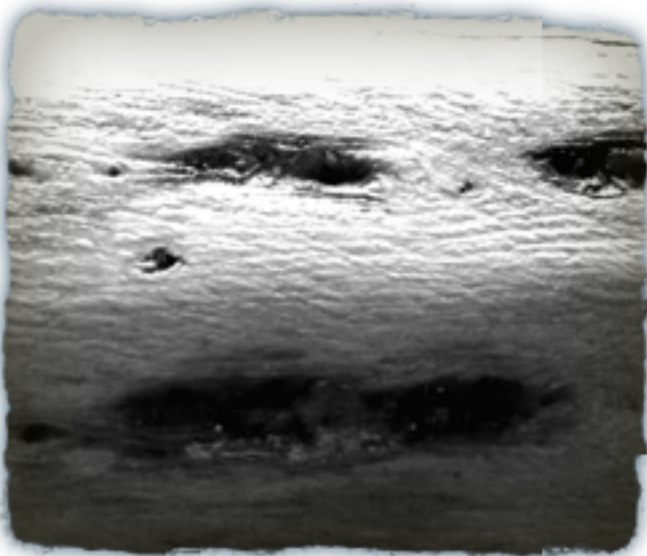
This collection has a generally more dry, rattly tone. It features the goat hoof shaker (C3 - A3), gourd (B3 - A#4), paddle tambourine A (C5 - A#5), paddle tambourine B (C6 - C7) and bell garland (D7 - D#7).

### Beatmatch\_Shakers.nki

This combination has a crisper, sandy tone. It features rainstick A (C3 - A#3), rainstick B (C4 - A#4), and the dual-shaker set (C#5 - A#6).

### Beatmatch\_Sleigh\_Bells.nki

This collection has a generally more jingly quality to it, featuring the large concert sleigh bell tree (C1 - F2), small concert sleigh bell tree (G2 - F#3), small hand-grip sleigh bells (G#3 - G#4), wicker rattle (A#4 - C6) and wrist bells (D6 - F#6).





## Bonus Instruments:

The ambient droning and synthetic percussive instrument sets were created by re-sampling and heavily processing the shake source material and shaping it into hyper-organic, yet totally synthetic tonal ambient and percussive elements.

We've released a number of different ambient sets, but this is really the first time we've delved into higher-frequency, smoother airy tones, thanks to the nature of the Shake source material that these instruments were created from.



## Drones

### **shaken\_ambiences\_mw-filter.nki**

There are 15 unique ambiences, smoothly blended over the whole key range. Use the modwheel to shape the resonant low pass filtering. Watch out, the tone dives quickly from crisp, sparkling highs to a monstrously ominous bass throb.

### **shaken\_ambiences\_mw-filter\_lite.nki**

A low memory (disk-streaming) version of the primary patch.



## Drums

### **shaken\_ambi-drums.nki**

Imagine an 808 taken to a whole new and strangely life-like level, yet with all of the tight, clean, agile reliability and tonal simplicity of a drum machine. This instrument bridges the gap between the sampled and the synthesized. Includes “natural-touch” self-muting behavior and deep velocity control for inspiring and intuitive playability.

### **shaken\_ambi-drums\_lite.nki**

A low memory (disk-streaming) version of the primary patch.





## Custom Control Interface

All of the instrument patches in this library feature custom front panel controls. Saving the instrument patch will store the current user settings for both controls for later recall.

When setting or automating these controls in your host sequencer, we recommend that you save a custom version of the patch with your project. Of course, if you do overwrite the default settings, you can always return them to the default zero values and re-save the patch at any time.

The "stepping" knob allows you to step the tuning up or down by up to +/- 24 semitones, in semitone intervals. This allows for easy integration with similar functionality in this library and allows for easy external automation of real-time note re-tuning.

The "shaping" knob allows you to fine-tune special performance style controls that are specific to each type of instrument patch. It allows for easy external host automation in most sequencers or directly, through Kontakt's "Auto" (automation) view in the Browser pane.

In most of these patches, the "shaping" knob (and modwheel) control note sustain duration and general intensity, allowing a wide range of fine-tuning and custom manipulation.



## Kontakt notes

Please be advised that there are major Kontakt-related bugs to be aware of. They're specific problems within the code base of each version of Kontakt. Our tonemachine (harmonization) and timemachine (time-stretching) patches are often the most effected by these Kontakt engine code bugs, while our standard percussion patches are unlikely to have any issues at all.

Also, please be aware that many instrument patches are extremely ram/cpu and hard disk-streaming resource intensive. We recommend that you have *at least* 2GB of system ram, a dual core cpu and a 7200 rpm SATA hard disk to use Soundiron libraries.

Large sample sets may load slowly. You may also experience popping and clicking due to a bug in the way the Tonemachine and Timemachine features respond to automation used in these patches. This can sometimes be fixed by manually adjusting speed or transient size settings in the engine "Source" module.

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**[info@soundiron.com](mailto:info@soundiron.com)**

much obliged,

Mike, Gregg and Chris



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